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# **INT ELLIGENCE PREPARATION of the BATTLESPACE (IPB)**

**Instructor Name**

***INT 004***



# LEARNING OBJECTIVES

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**TERMINAL LEARNING OBJECTIVE:** With the aid of references, given an operations planning scenario, apply the IPB process per MCWP 2-12A.

## **ENABLING LEARNING OBJECTIVES:**

- 1. Without the aid of reference, define IPB per MCWP 2-12A**
- 2. Without the aid of reference, list the four templates produced during the IPB process per MCWP 2-12A**
- 3. Without the aid of reference, list the four steps involved in the IPB process per MCWP 2-12A**
- 4. Without the aid of reference, given a list, identify IPB symbology per MCWP 2-12A**





# IPB DEFINITION

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**IPB is a systematic & continuous approach to analyzing the enemy, weather, & terrain in a specific geographic area.**

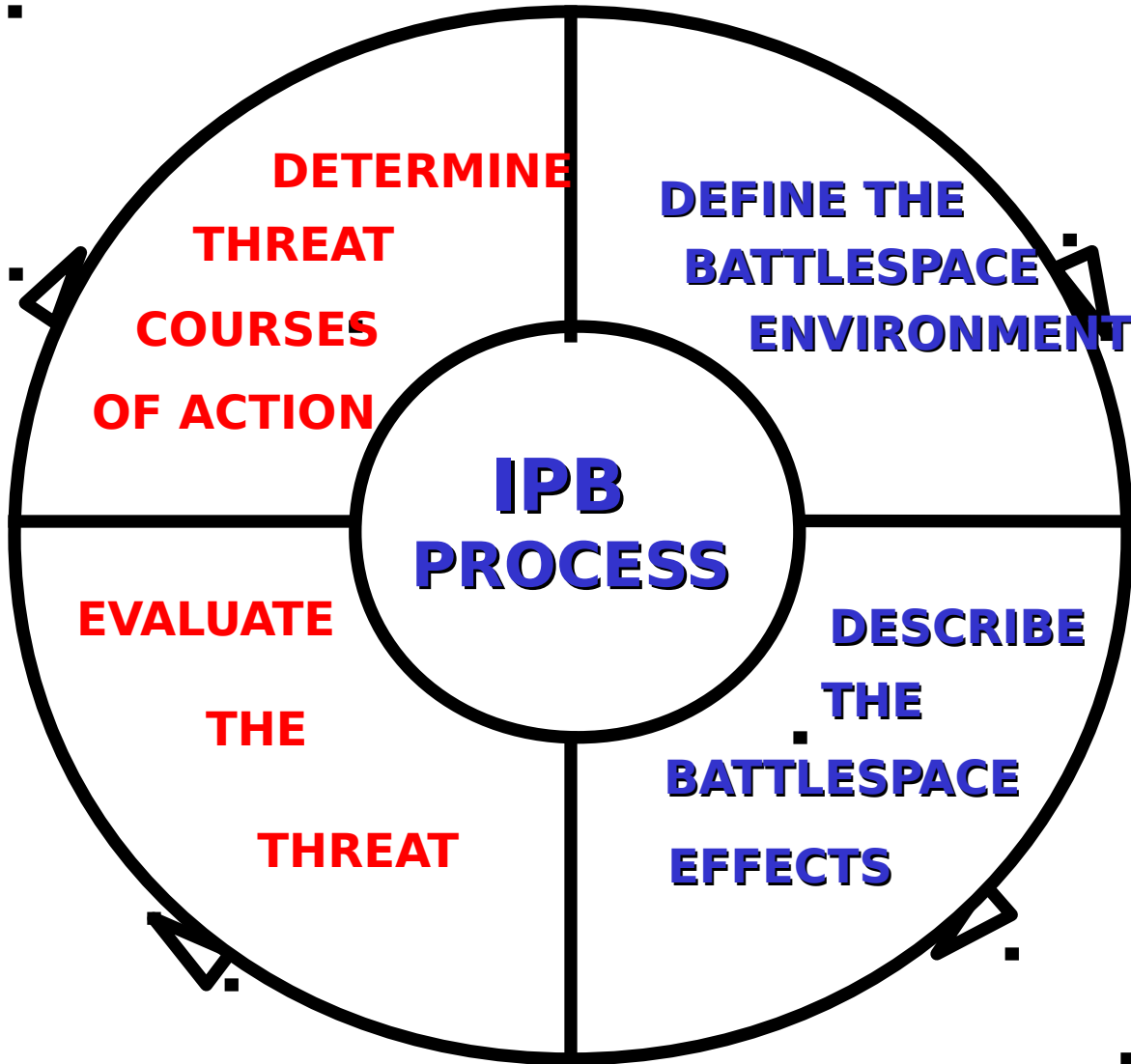
**-It takes a large amount of data and presents it in a graphic format.**





# Four Steps of IPB

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# DEFINE BATTLESPACE ENVIRONMENT

**1. Identify Battlespace Characteristics**

**2. Identify AO**

**3. Identify AI**

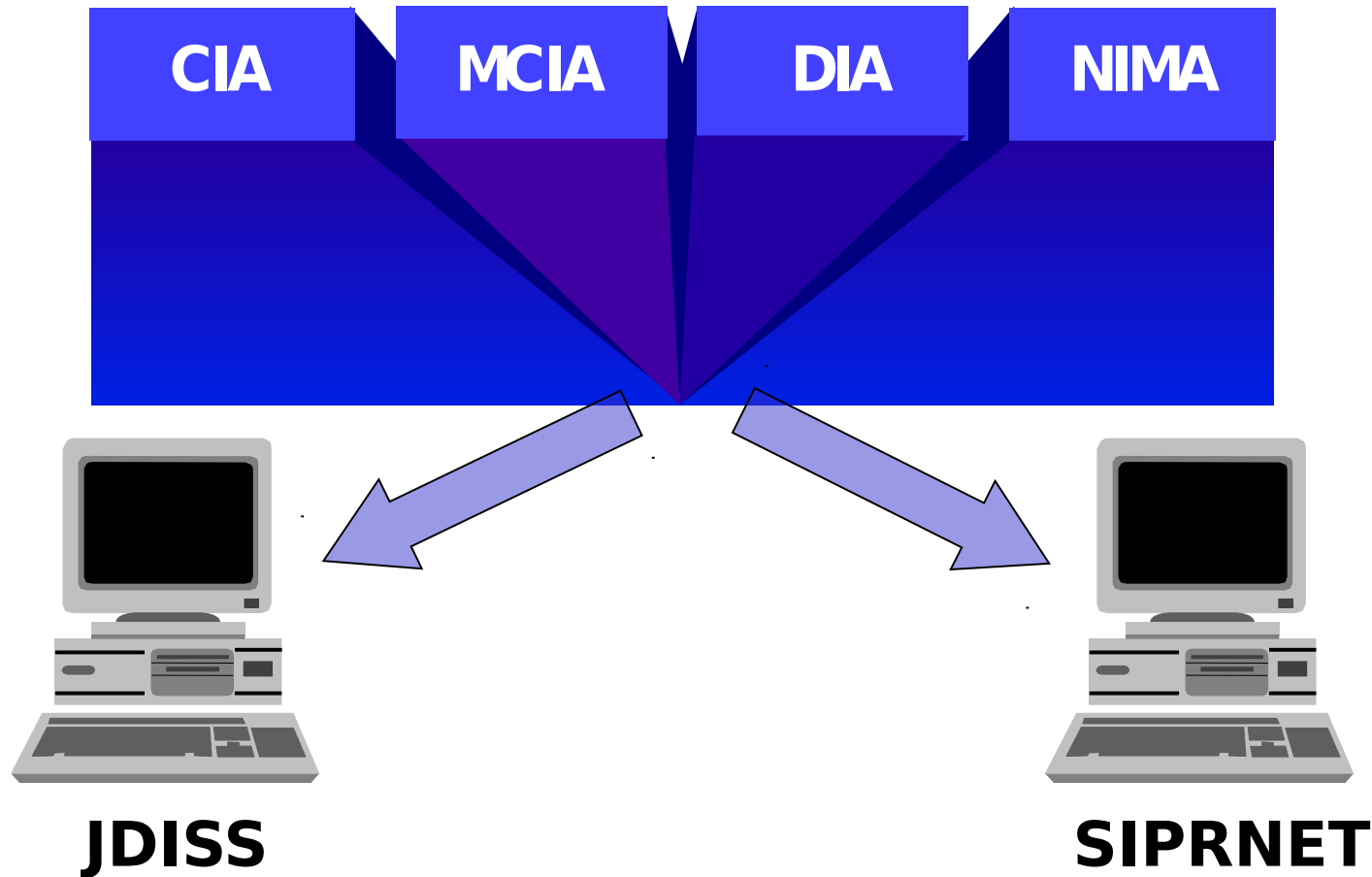




# BATTLESPACE INFORMATION SOURCES

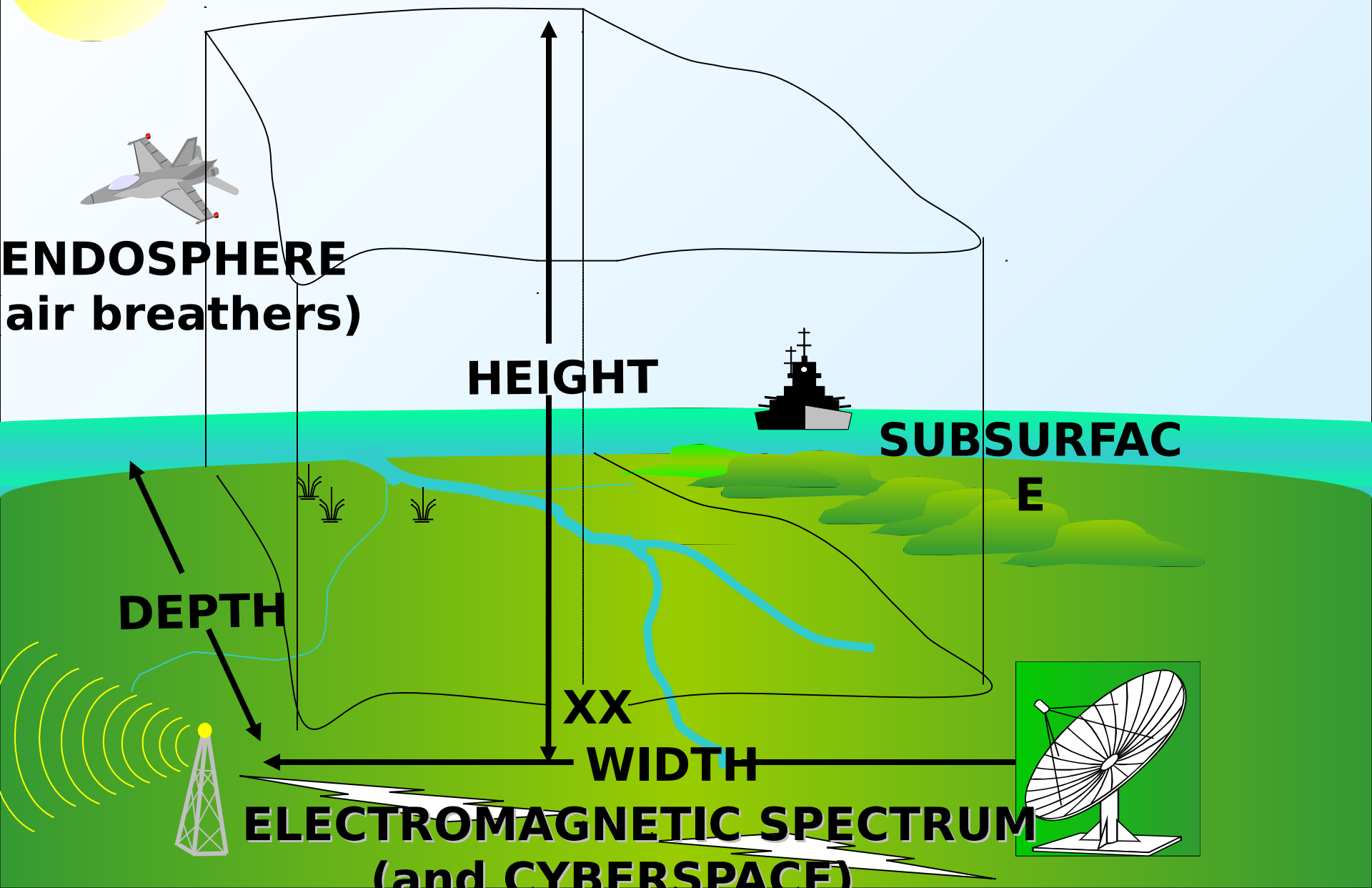
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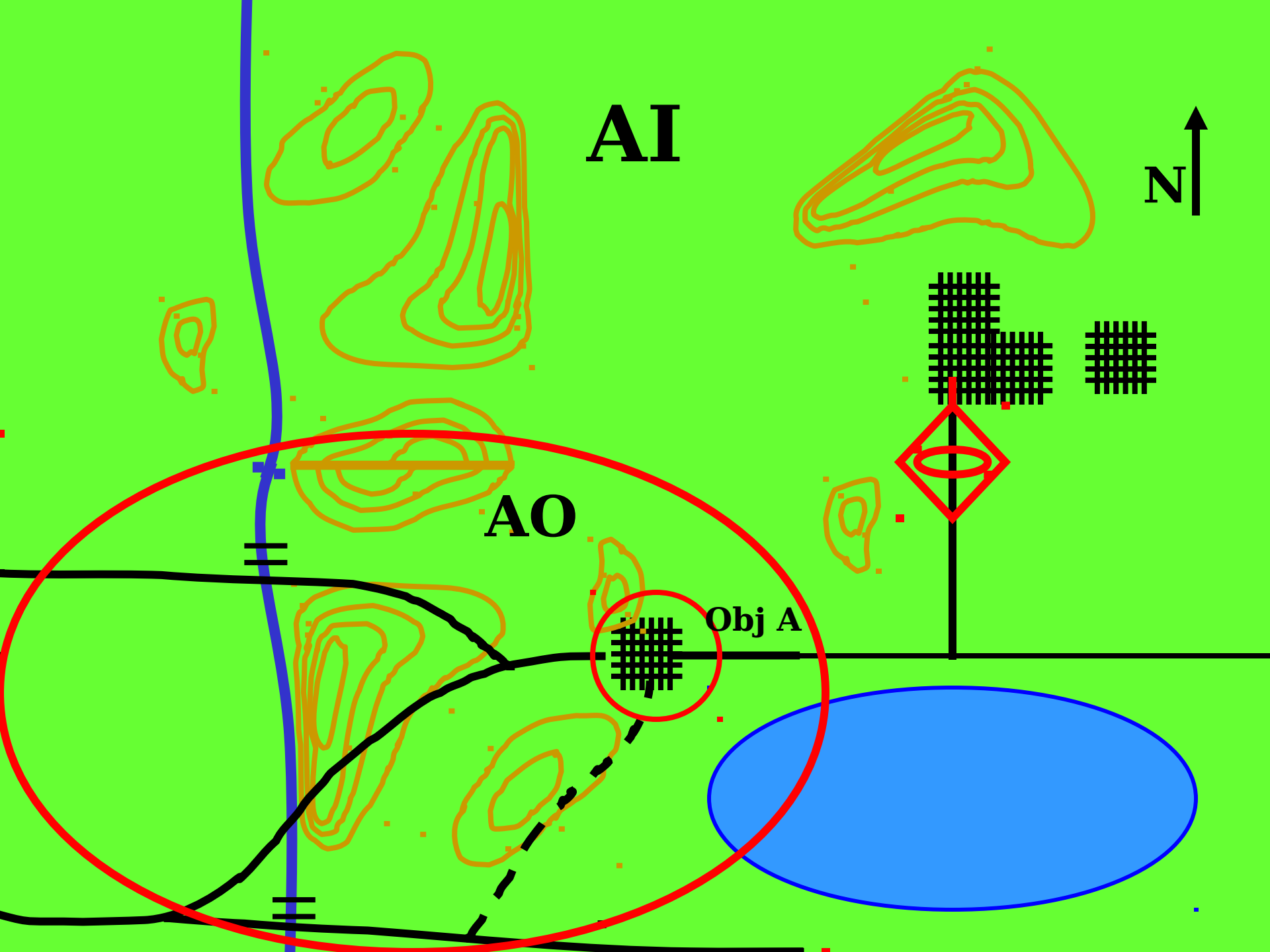
*Where/how do we get this information?*



# EXOSPHERE (satellites)

## BATTLESPACE DIMENSIONS







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# **DESCRIBE BATTLESPACE EFFECTS**

## **1.Terrain Analysis**

## **2.Weather Analysis**

## **3.Other Factors**



# Military Aspects of the Terrain

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- **Obstacles**
- **Key Terrain**
- **Cover and Concealment**
- **Observations & Fields of Fire**
- **Avenues of Approach/Mobility Corridors**

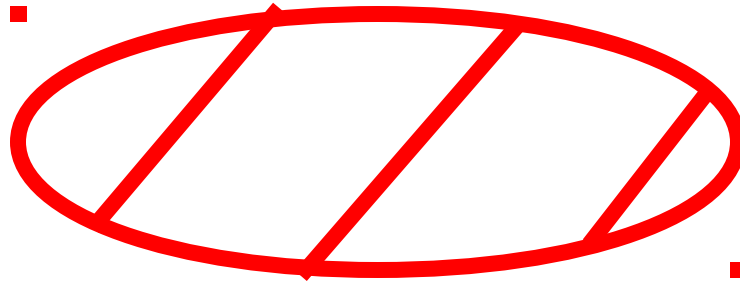


# Terrain Symbolology

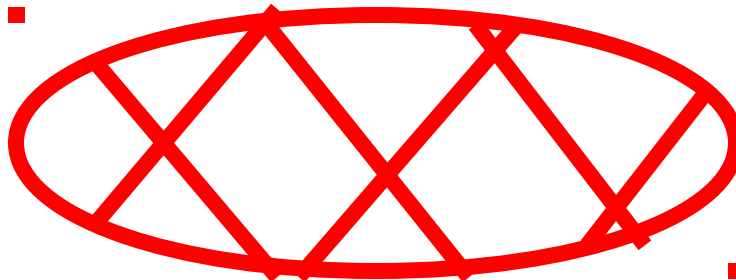
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- Unrestricted

- Restricted



- Severely Restricted



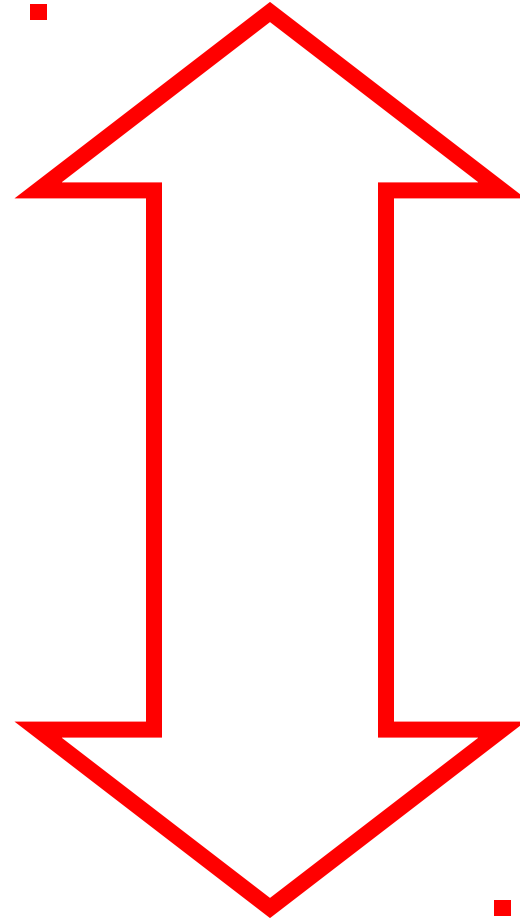


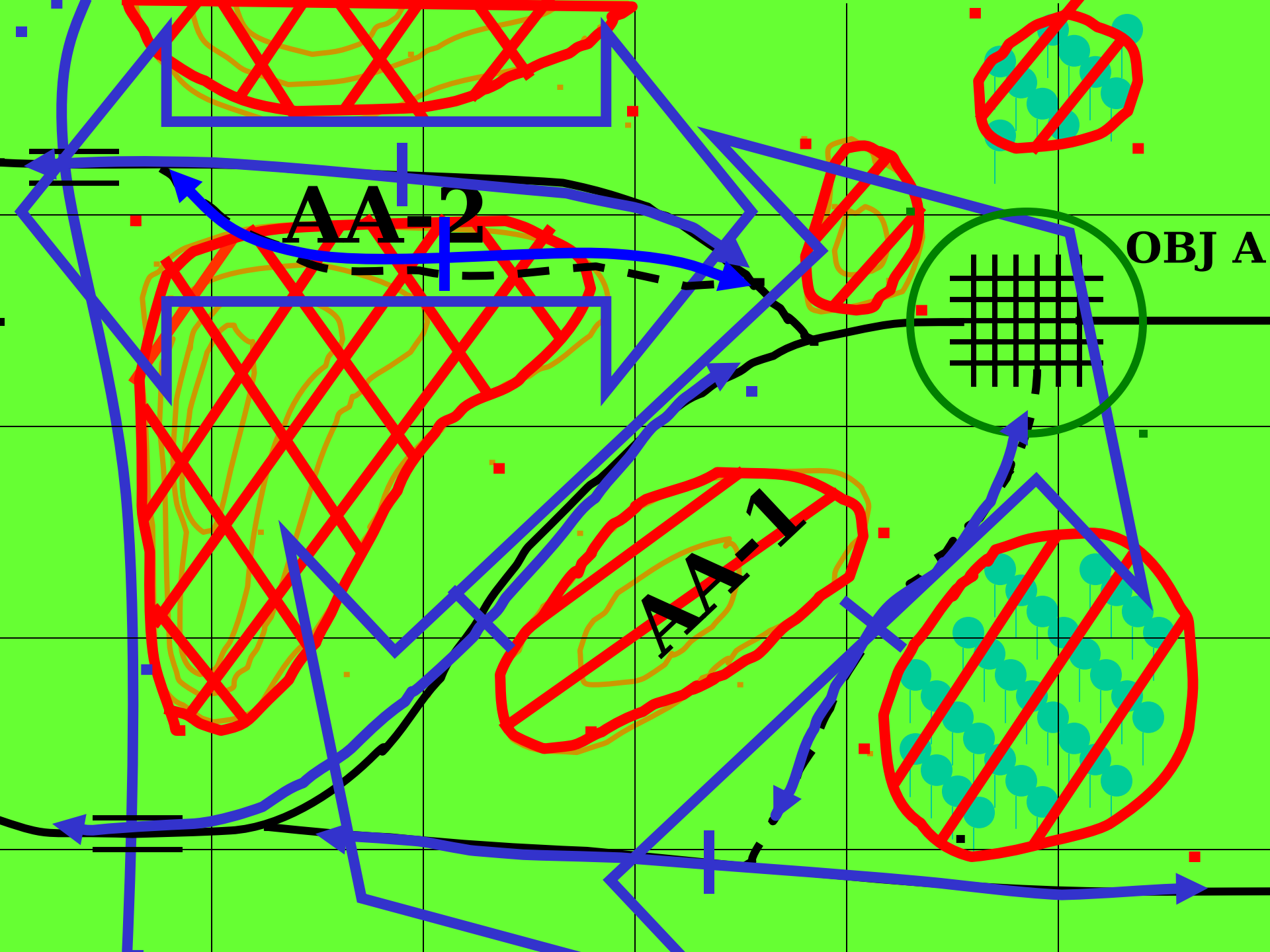
# MC/AA Symbology

**Mobility Corridor  
Approach**



**Avenue of**  
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# Weather Matrix

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D+16	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18
	19	20	21	22	23														
ROTARY WING																			

REMARKS : 18-21L VIS 4000M

UAV																			
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REMARKS: 18-21L VIS 4000M

AI																			
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REMARKS: 18-21L VIS 4000M

CAS																			
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REMARKS: 18-21L VIS 4000M



NO IMPACT

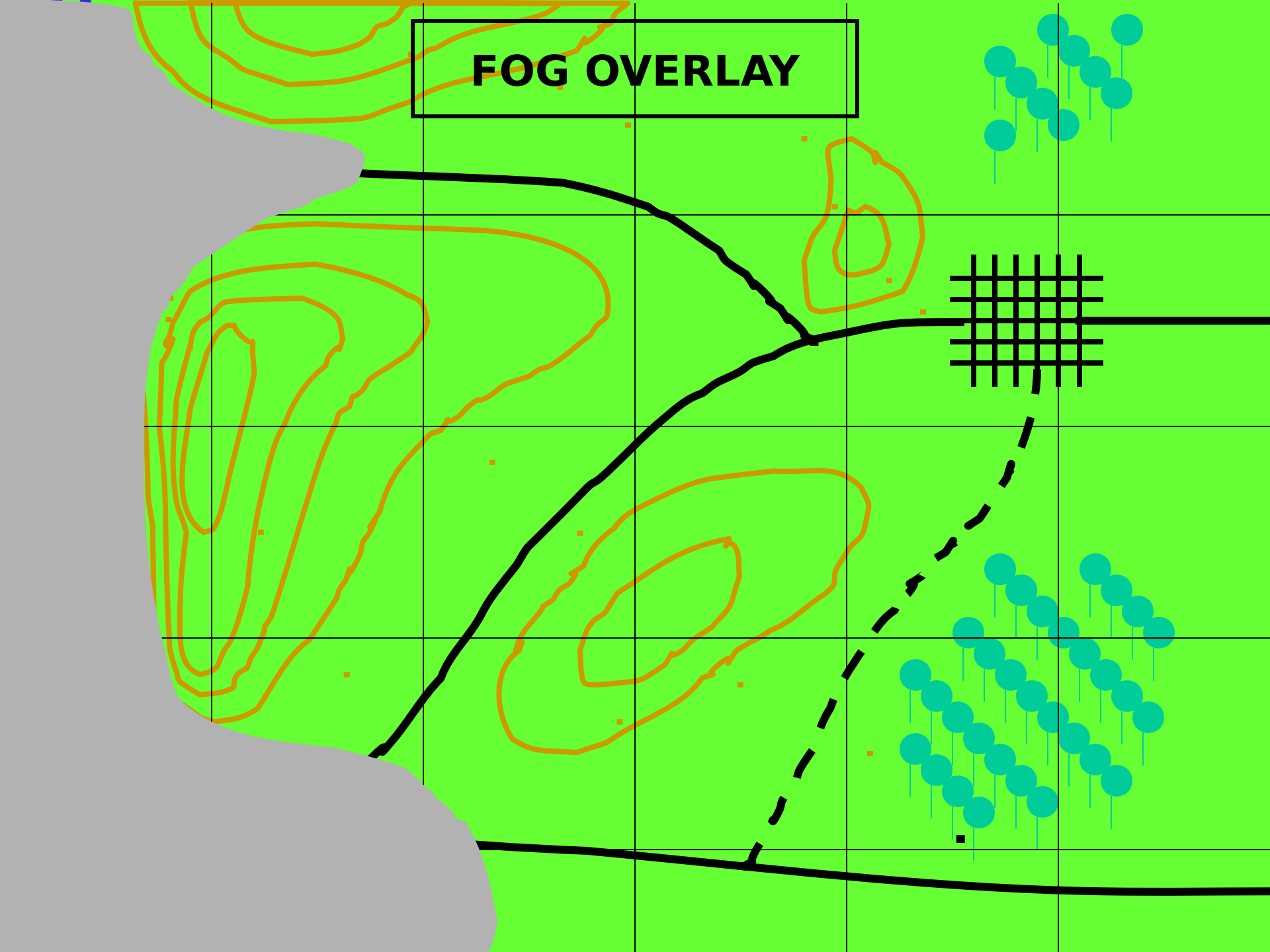


MARGINAL IMPACT

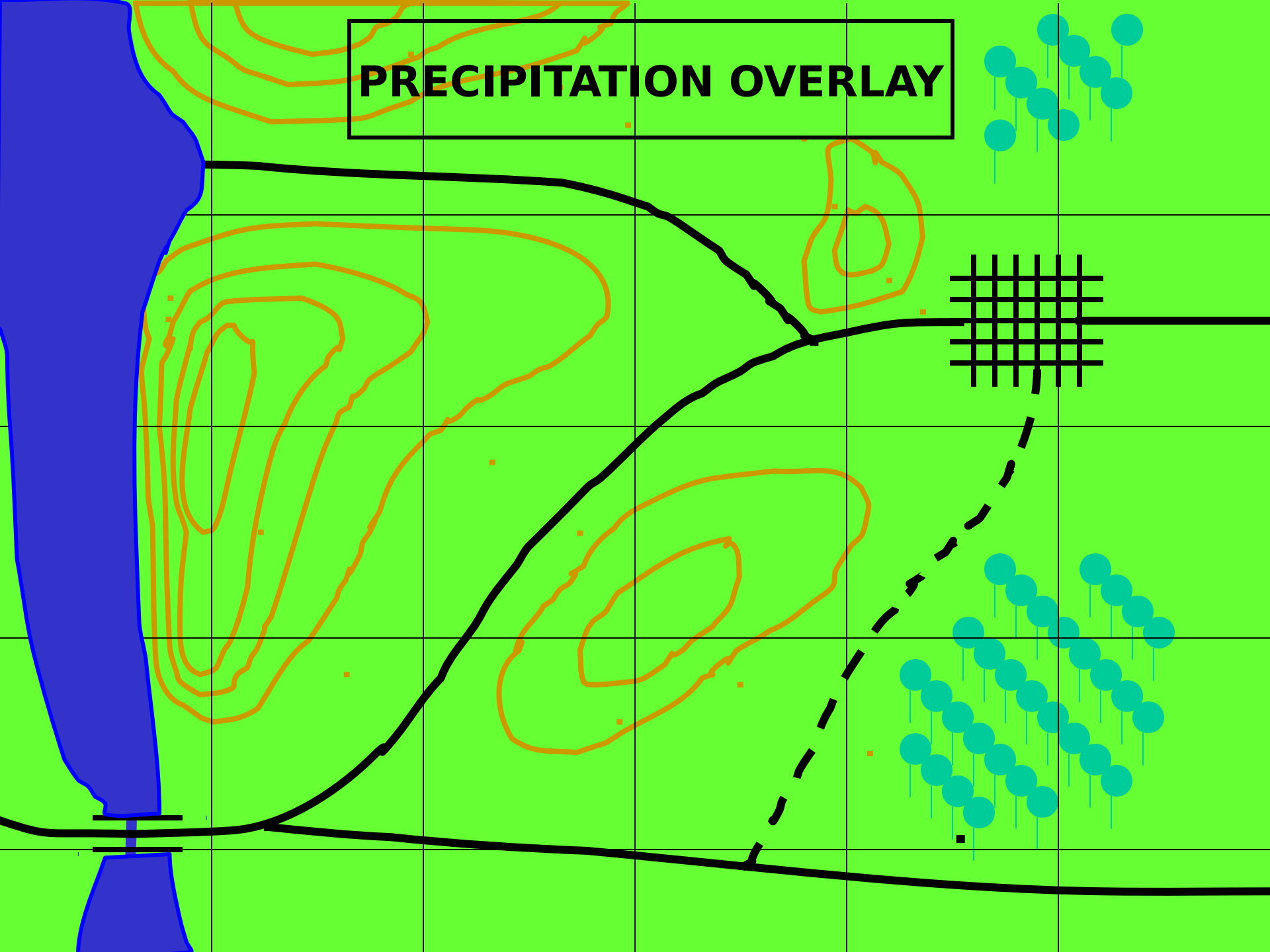


SIGNIFICANT IMPACT

# FOG OVERLAY



# PRECIPITATION OVERLAY





# Other Factors

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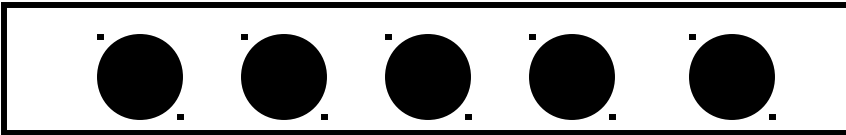
Clan A

Clan B

## Population graphics

- Depicts, by area, important demographic and sociological information.

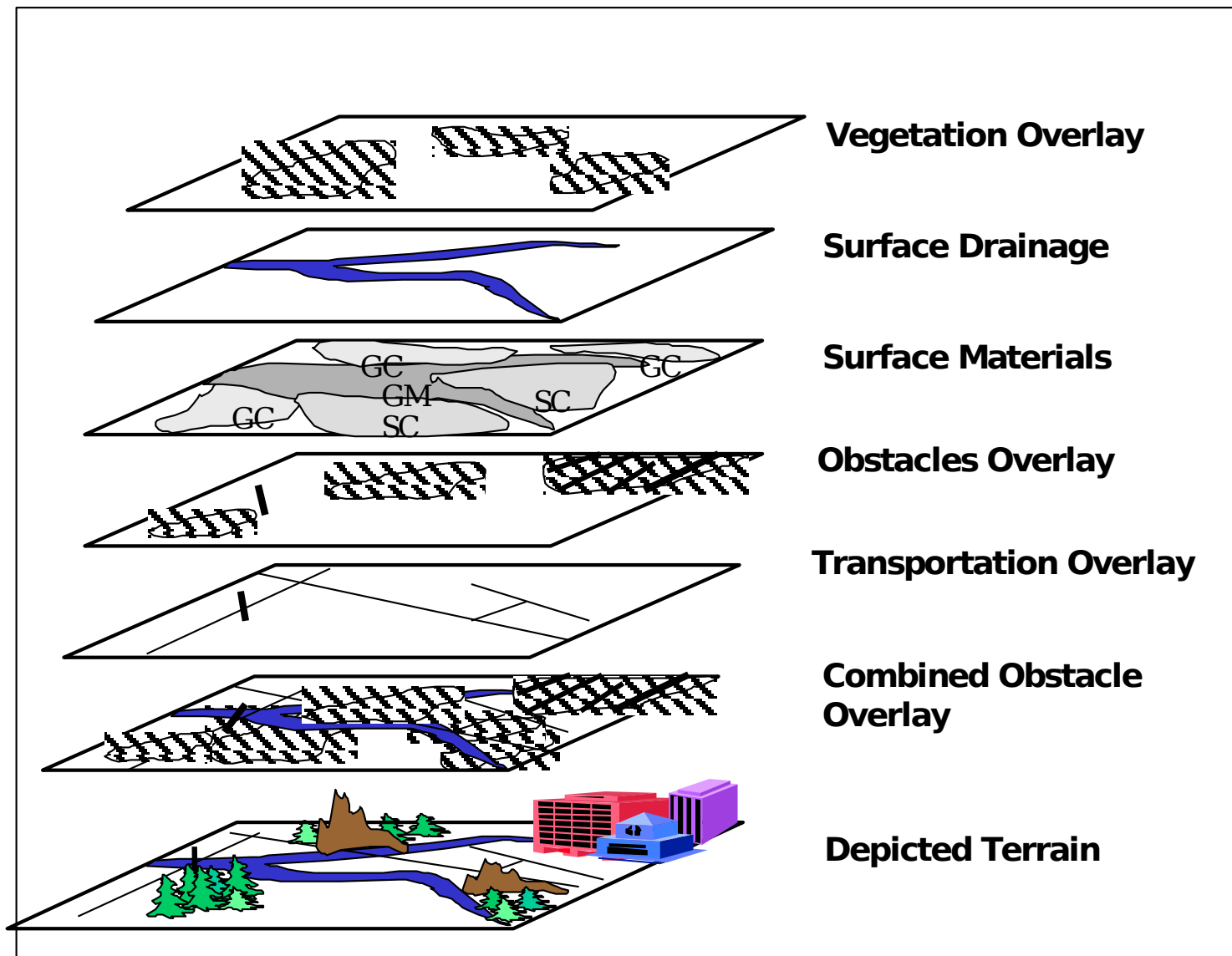
## Mine fields

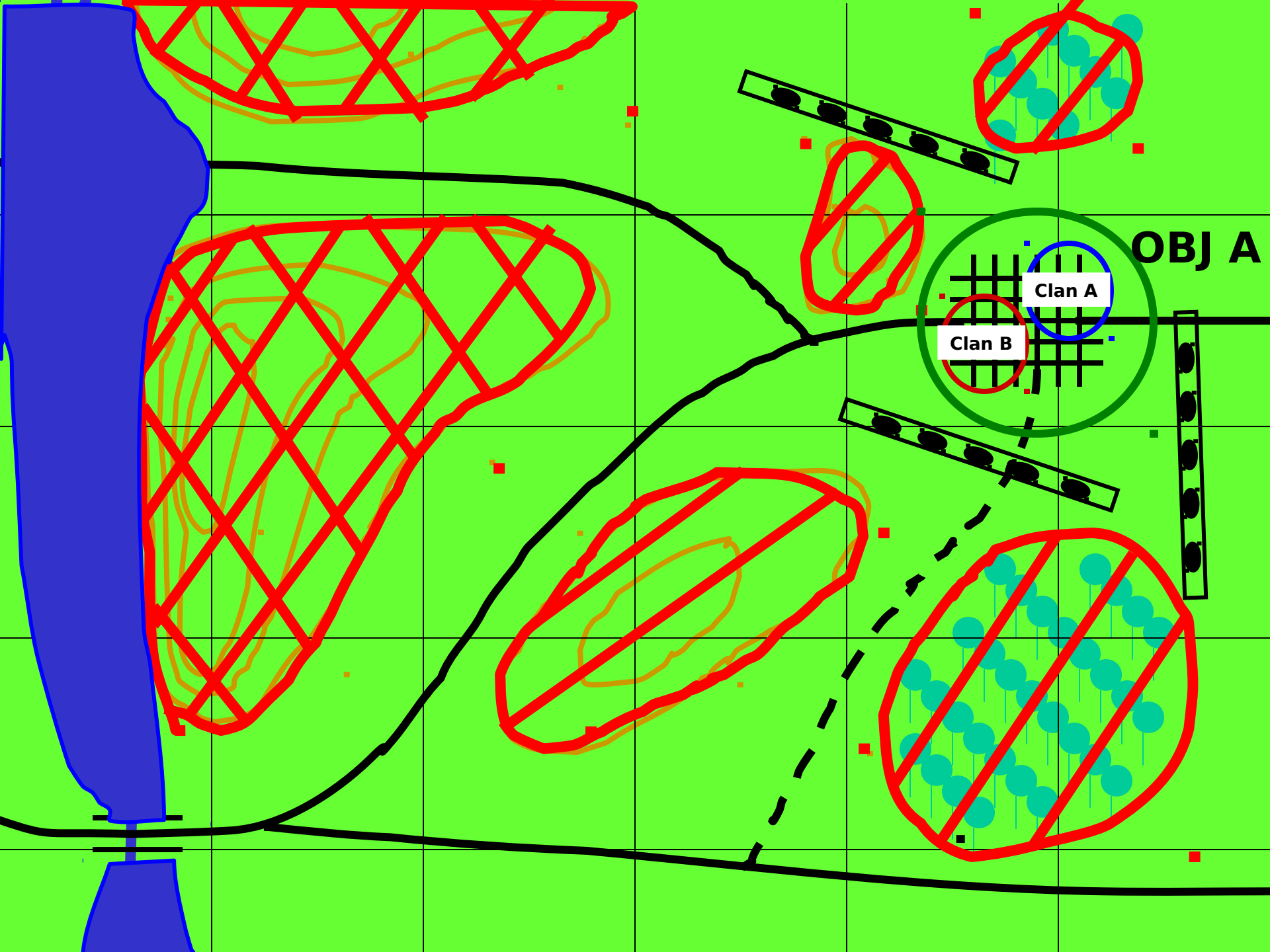




# MODIFIED COMBINED OBSTACLE OVERLAY (MCOO)

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# EVALUATE THE THREAT

## 1. Templates

## 2. Threat Models



# **Four Types of Templates**

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**1. Doctrinal**

**2. Situational**

**3. Event**

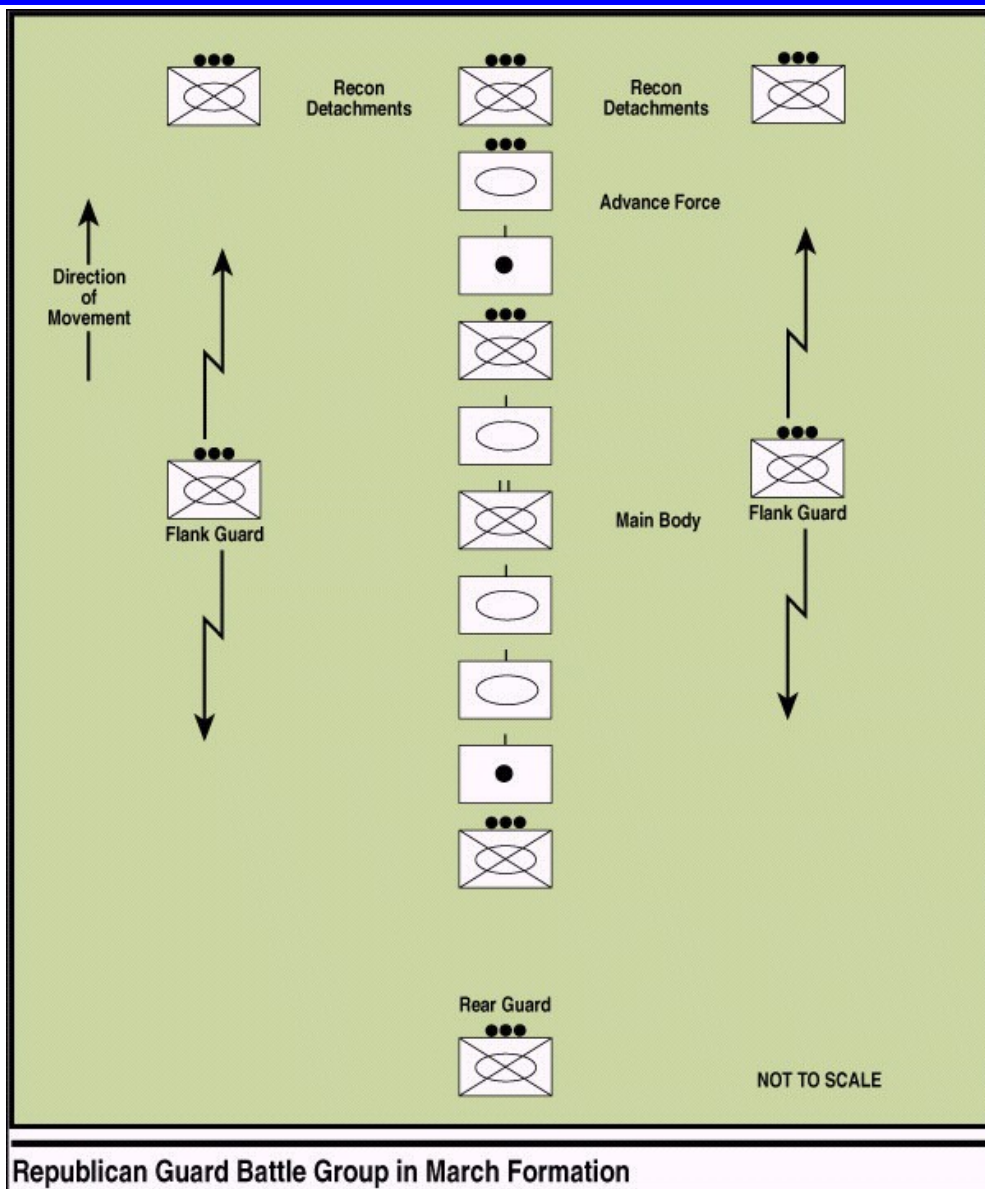
**4. Decision Support**





# Doctrinal Template

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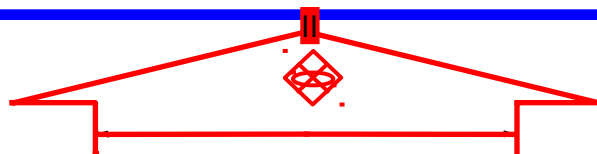




# Situation Template

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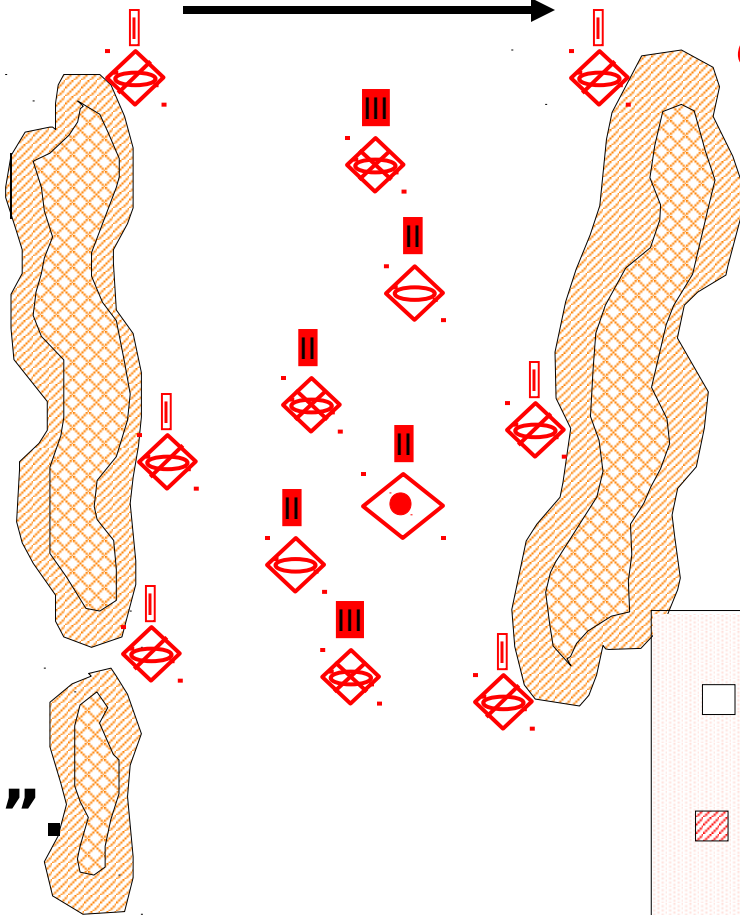
**Situation  
Dependent**



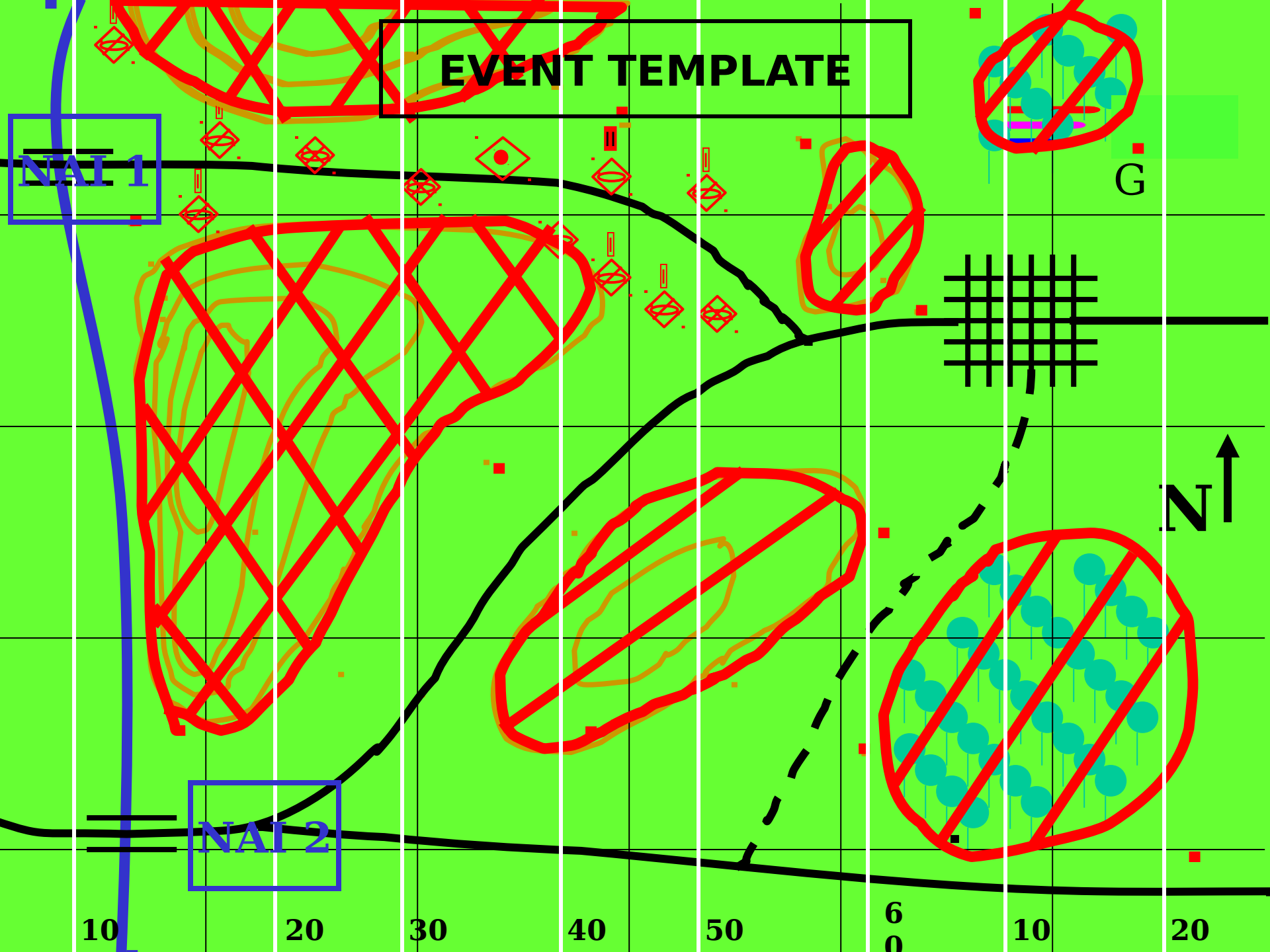
4 KM

***Mech Div  
compressed  
by  
restricted  
terrain***

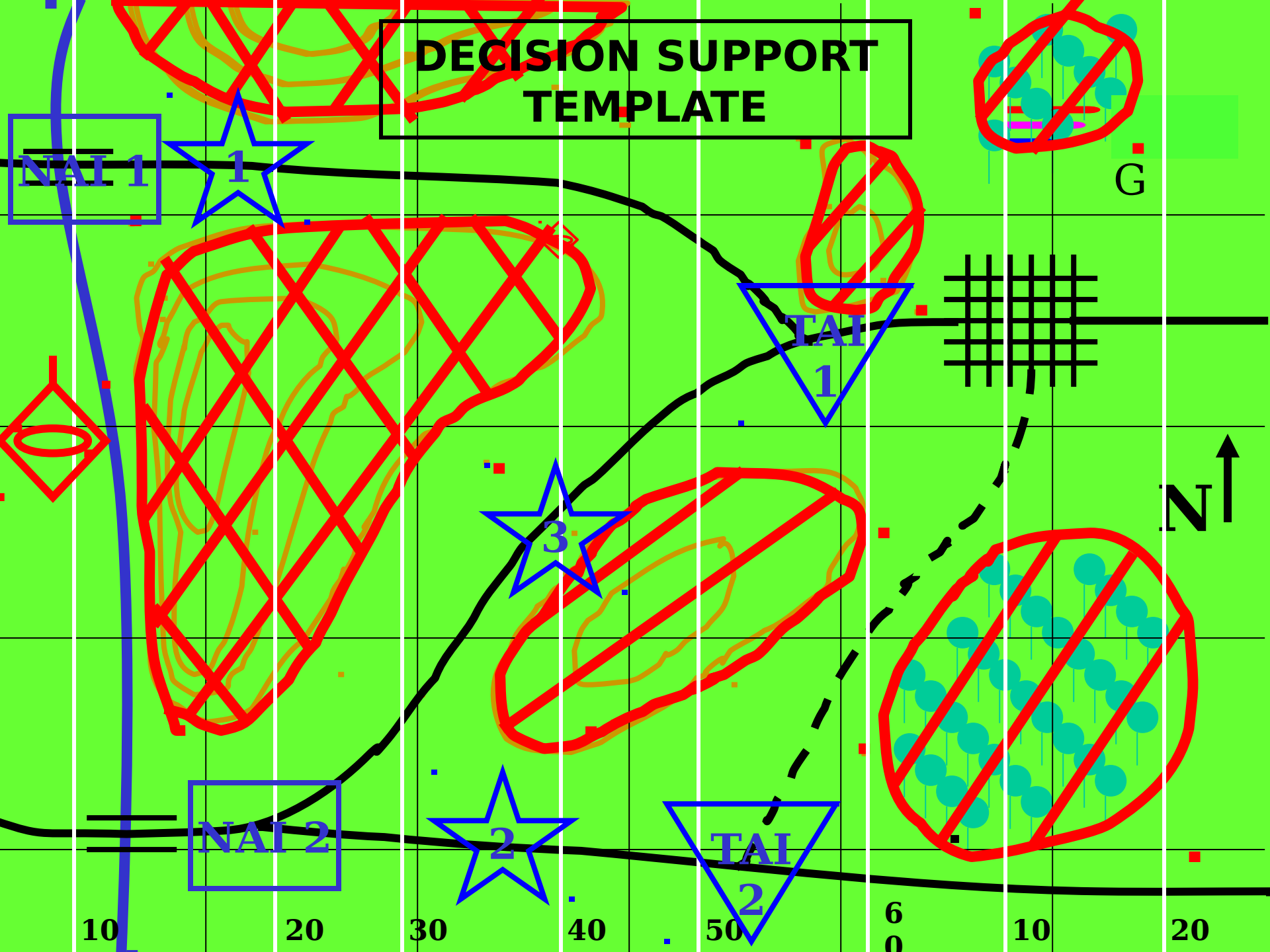
**Mech Div,  
movement  
to contact,  
within next  
48 hours,  
mobility  
corridor “one”.**



- Unrestricted Terrain
- Restricted Terrain
- Severely Restricted Terra



# DECISION SUPPORT TEMPLATE





# Threat Model

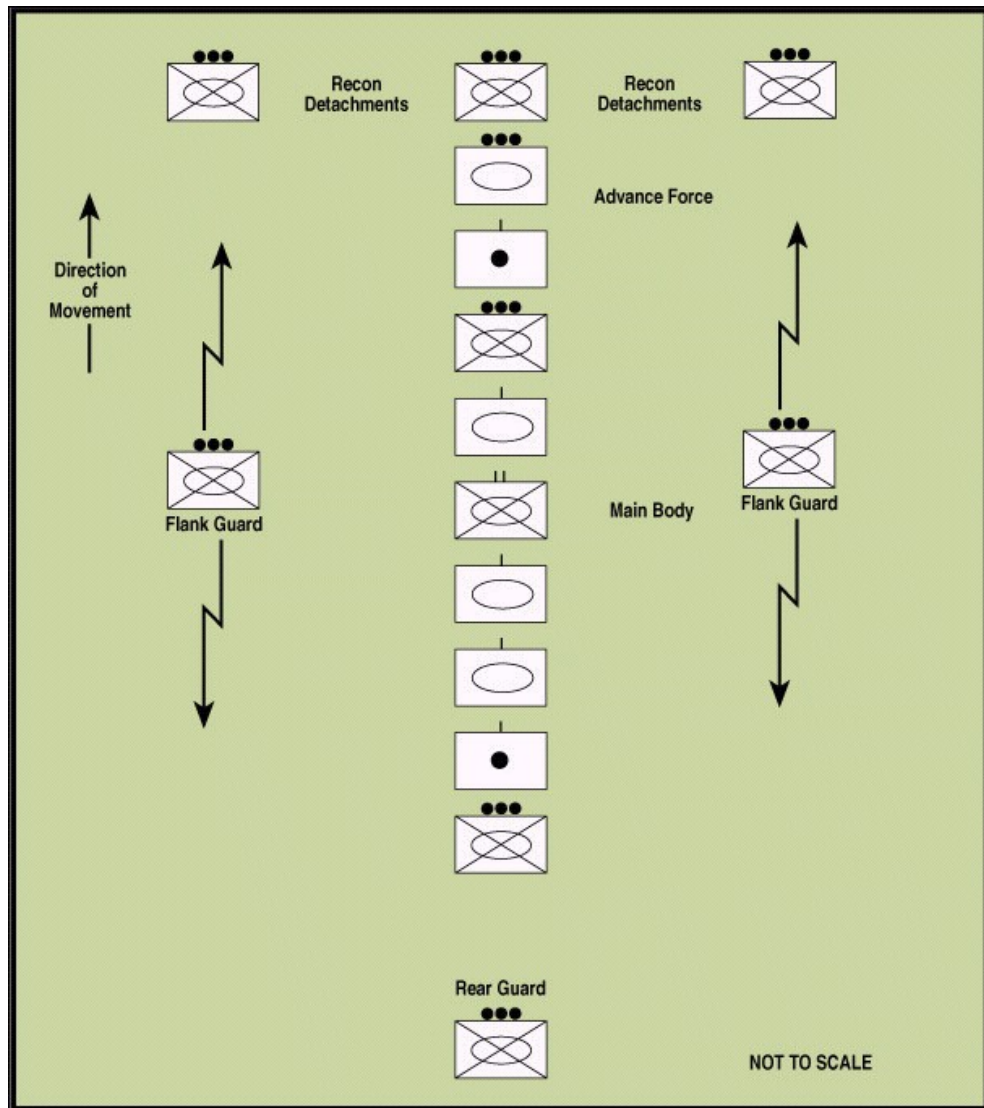
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HVTs

C3  
Artillery  
y  
Armor

## Tactics & Options

Defend & Counterattack  
Attack & Pursue

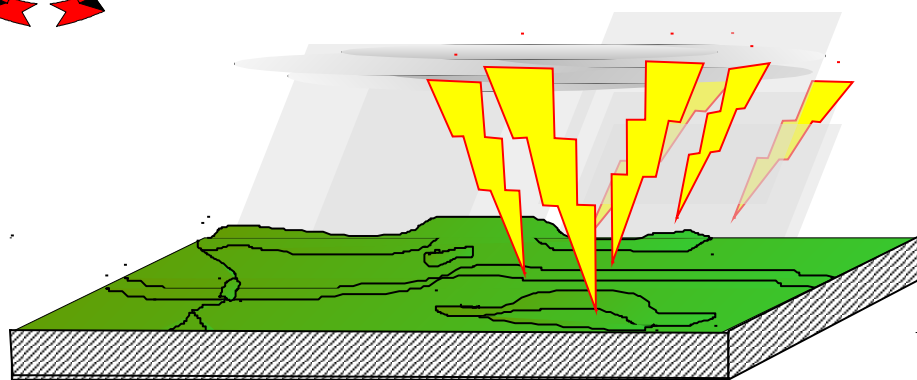


Republican Guard Battle Group in March Formation



# Integrate Weather, Terrain, and Threat

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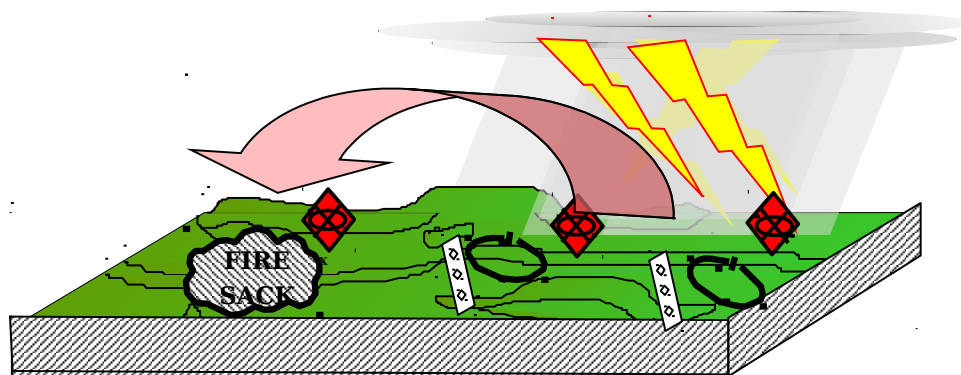
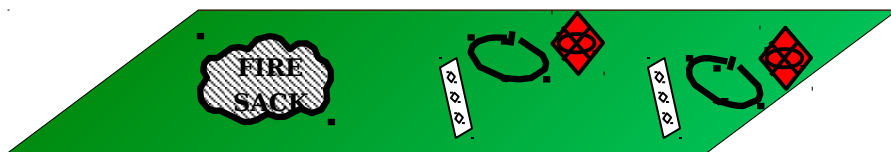
**Environment**  
(Weather, terrain, population,  
(Steps 1 & 2))



**Threat Doctrine**  
(Step 3)



***Threat COAs***  
(Step 4)







**Enemy Brigade: Defend the San Diego Valley in**  
**IDENTIFY OBJECTIVES & END STATE**  
**Order to (I-O-T) prevent the MEB from** EWT  
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**crossing**  
**the San Diego River.**

**Enemy Regiments: Control Key Terrain**  
**East of**  
**the San Diego River I-O-T deny the MEB**  
**avenues**  
**of approach for a river crossing.**

**Enemy Battalions: Establish blocking**  
**positions**  
**along mobility corridors I-O-T attrite MEB**  
**forces**



# IDENTIFY FULL SET of THREAT COA

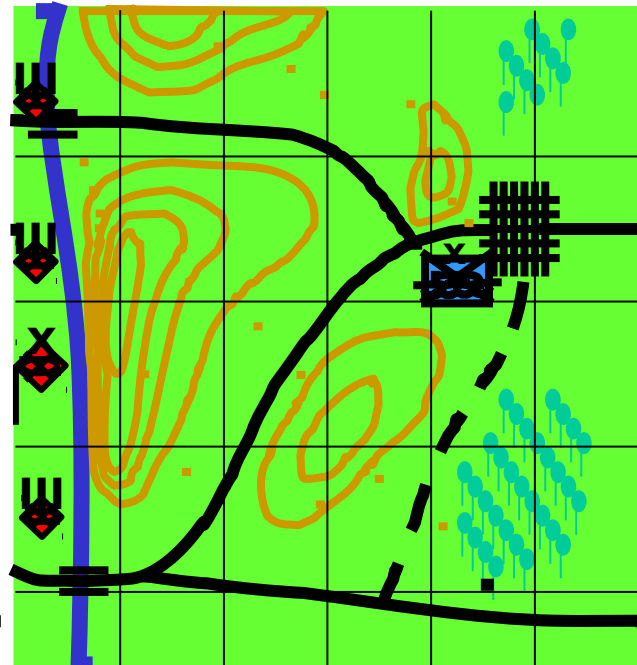
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Ways the enemy can go about achieving their objectives and end state

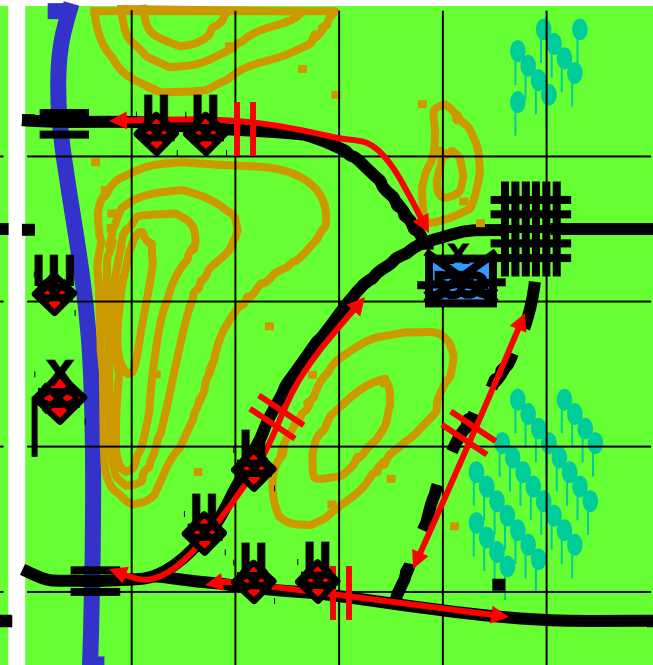
COA 1: Defense in Depth



COA 2: Linear Defense



COA 3: Attack







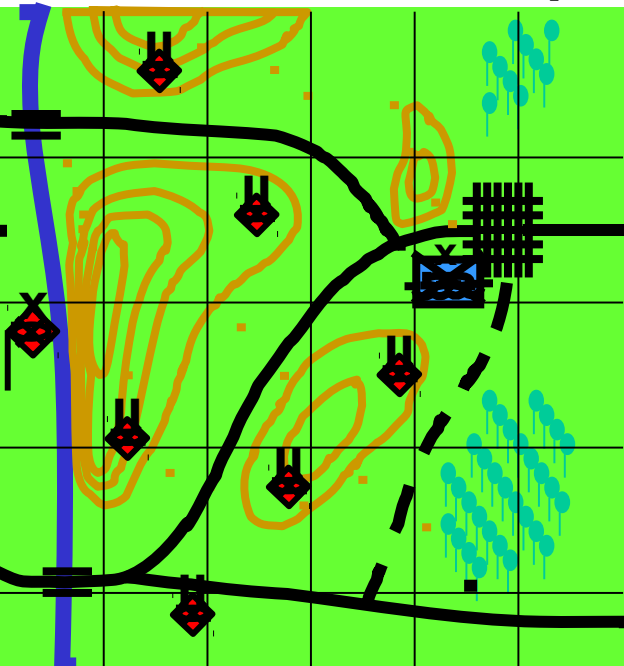
# DEVELOP THREAT COA

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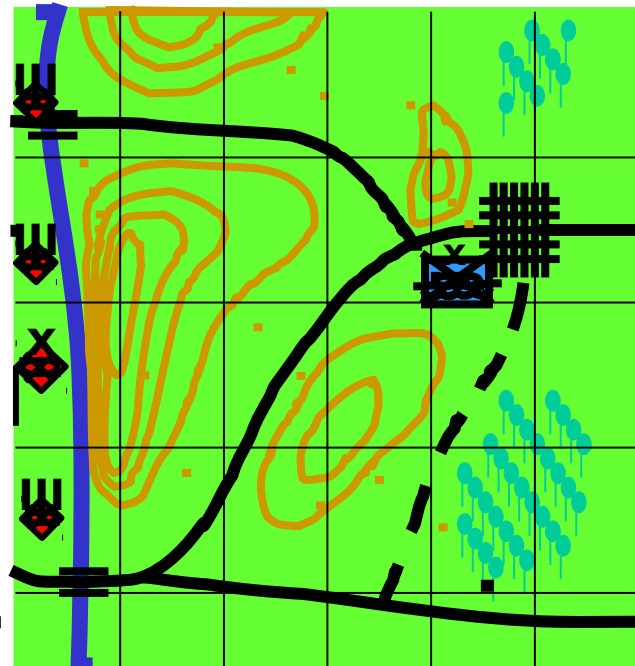
**-Wargaming**

**-Develop Event & Decision Support  
Templates**

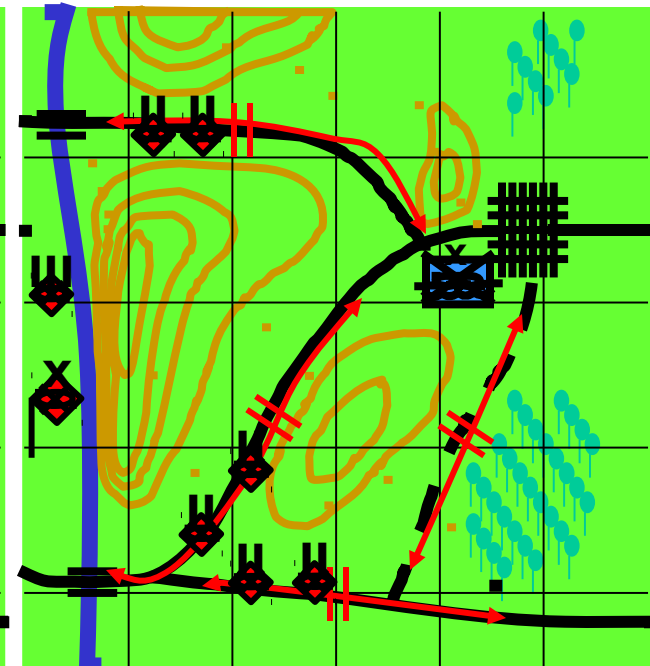
**COA 1: Defense in Depth**



**COA 2: Linear Defense**



**COA 3: Attack**





# EVALUATE & PRIORITIZE THREAT COA

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1. COA 2: Linear Defense (Most Likely)

2. COA 1: Defense in Depth (Most Capable)

3. COA 3: Attack (Most Dangerous)

